
Subject: The complete opposite of cheats. . .
Posted by [Aronjames](#) on Mon, 05 Jan 2004 03:56:09 GMT
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I have an idea. Instead of modifying the game how about we screw with windows. We make a program that eats bandwidth on a time curve. Longer they play... worse it gets. It could also put in a little interrupt in their mouse that either cuts the info every 1/4 second or adds a little random x movement to screw up their aim. Have it modify the registry by putting a tag to load it up (first it needs to copy itself to a safe directory) with windows.

I beleive that will discourage any cheater from ever downloading a cheat again. And in addition to several sites have several different kinds of cheats. Some people search for them by name not by the general topic
